Apple II Video Overlay Card: Using Key Colors (11/96)

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Security: Everyone

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TOPIC --

This article discusses how to use the Key Color selection of the Video Overlay
Card.

DISCUSSION ---

Creating an overlay with the Apple II Video Overlay Card requires selection of a
control color, called Key Color.

The VideoMix software treats the Key Color differently from the other colors.
All colors not designated as the Key Color are treated as a group and are
called non-Key colors.

For example, if the Key Color is Black, the video input signal will show through
only where black is displayed on the screen. Where any other color is shown, the
video will not show through and those areas will be showing the computer
generated graphic. This would be the display, assuming VideoMix is set for 100%
Key and 0% non-Key. By moving the sliders within VideoMix, these proportions can
be changed to suit the user.

There are two methods for selecting the Key Color, select from Screen, and
select from the color palette.

Selecting from the color palette allows selection of the Key Color from a
palette of sixteen different colors. Use the mouse (Apple IIGS), or the arrow
keys (Apple IIe), to select a color rectangle from the palette.

The other method is to use the option Select From Screen. An "X" appears in the
box, and a hand with a pointing finger replaces the arrow cursor on the screen.
With the hand cursor in the computer graphics area of the screen, click on the
color of your choice. This becomes the Key Color.

Apple IIGS Note

The Apple IIGS can display graphics in one of two modes: 320 mode or 640 mode.
In 320 mode, the computer can display sixteen pure colors. In 640 mode, it can
display only two true colors: black and white. All other colors are blended
colors formed by a process known as dithering. Dithered colors are formed by
displaying two colors in\adjacent pixels. Because the pixels are so small and
close together, your eye perceives them as a single color. Light blue, for
example, is formed by adjacent blue and white pixels.

When a dithered color is picked, the Key Color is the color of the pixel you
happened to click on. If you picked the light blue color, the key color could be
either blue or white.

Using dithered colors for your Key Color can produce some interesting, and
sometimes unexpected, translucence effects in your overlay. These effects, while
attractive, may not be completely reproducible. To avoid this, it would better
to have your computer in 320 mode when making overlays. If you wish to use 640
mode, it is best to use black or white as your Key Color.

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